Maze

+rooms: room [] []

+row: int

+col: int

+win: int

+getRow(): int

+get Col(): int

+setRow(): void

+setCol(): void

+traverseAndMove(): void

+getWin(): int

+setWin(): void

Room

+door: int

+getDoor(): int

+setDoor(): int

Player

+name: String

+getName(): String

+setName(): void

Game

+sizeOfMaze: int

+numOfPlayer: int

+getMazeSize(): int

+getNumPlayer(): int

+setMazeSize(): void

+setNumPlayer(): void

Door

+open: int

+getOpen(): int

+setOpen():void

2…\*

2-4